

## SPIRIT OF THE WOLF

Beastial spirits like the spirit of the wolf are the fey-like guardians of great forests, former druids who have fully embraced the Old Faith and ascended to become mighty nature spirits. These spirits serve the will of the gods of wild nature, gaining their power from them and acting as their protectors and champions in return.

Upon becoming a spirit a druid generally keeps their appearance, and therefore a spirit's true form can appear as a humanoid of any race. However, they also appear visibly magical - they almost seem to glow with a radiant white or gold, and magical runes appear to be etched into their skin. They are often garbed in furs that have been crafted into intricate designs and are sometimes dyed with vibrant colors.

**Secrets of the Old Faith.** Druids do not take up the path to spirituality on a whim, and the knowledge of how to become a guardian spirit is given to only the most devout and unspoiled druids. Druids that seek to become a spirit must first prove themselves to a nature deity, often by going through various trials and tribulations. Many turn to gods like Silvanus or Mielikki, but even very minor deities have the power to grant this wish, though it requires much more sacrifice on their part.

A beastial spirit is created through a divine ritual that ties their soul to a mighty forest. Doing so binds their soul to the mortal world, preventing it from traveling to the outer planes if the forest is ever destroyed.

To end the ritual, a series of magical runes are etched into the recipient's skin. This process binds the forest to their soul, granting them both great power as well as a form of immortality.

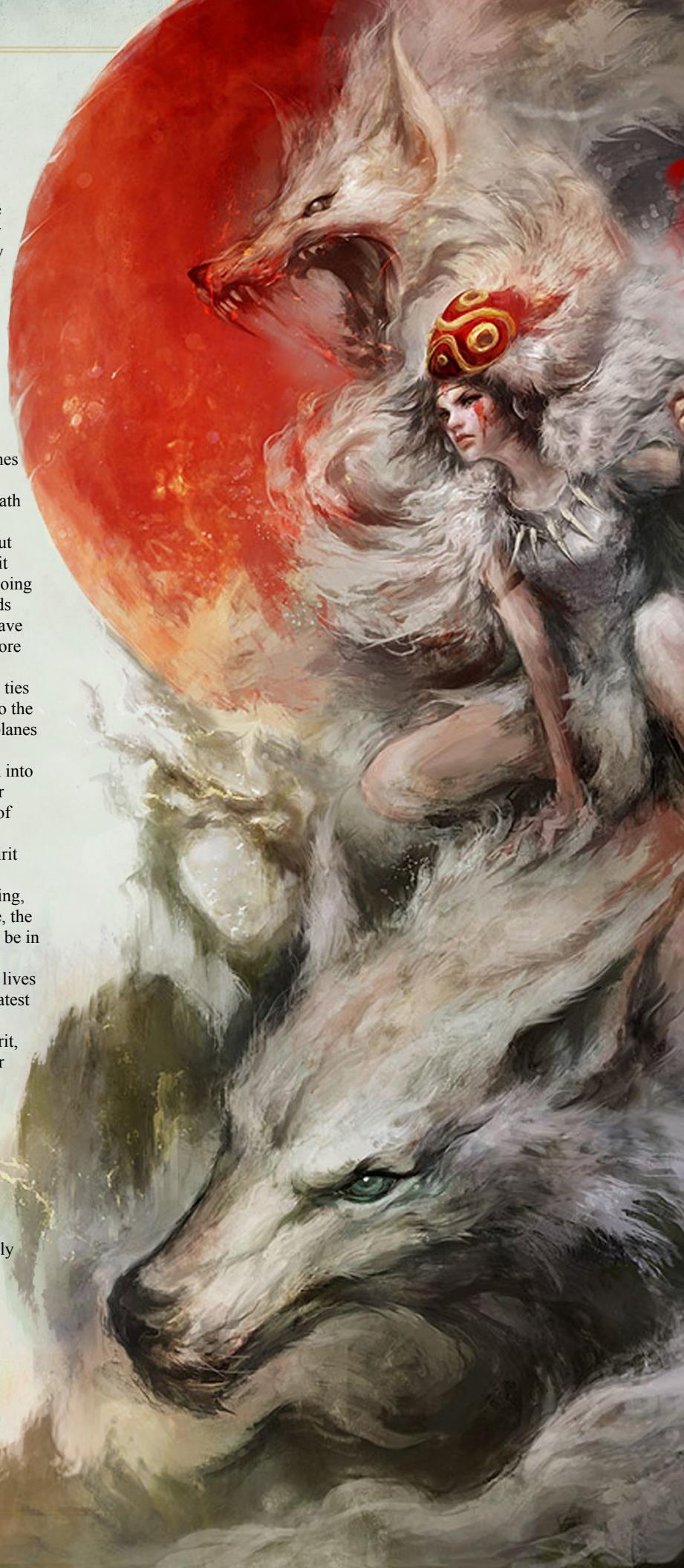
**Life Through Nature.** Upon binding to a forest, a spirit derives all of its life force through that forest. When the forest is healthy, the spirit is healthy - and when it is dying, so is the spirit. As long as the forest has at least one tree, the spirit is able to live on - though at that point they would be in constant pain.

If the spirit's physical body is destroyed, its soul still lives on. Within a few days, a new body is born from the greatest tree in the forest they are bounded to.

**Protector of the Forest.** When a druid becomes a spirit, they are bound by divine pact to protect their forest - for both their own wellbeing and for the god that created them. For this task they have many tools: a complete control over all of whatever beast they are the spirit of, as well as a beastial form with combat abilities greater than any normal beast.

In order to keep constant watch over their domain, a spirit rarely leaves its forest in all but the most dire circumstances. They keep constant watch, creating networks of animal messengers that keep them constantly aware of all who enter their forest. Though every spirit is innately good and will most often let most intruders off with a warning, they will not hesitate to destroy an enemy that doesn't heed it.

**Immortal Nature.** A beastial spirit doesn't age, and doesn't require air, food, drink, or sleep.



## A WOLF SPIRIT'S LAIR

A wolf spirit often chooses a large cave or grove of trees to make its lair - basically anywhere where one might find a wolf den. The location of the lair may be marked with engraved totems, trees, or rocks, mirroring the etchings on the skin of the spirit. Although the lair may not look obvious from a long distance, once a creature enters it becomes obvious that they are within a shrine of great power, as the area seems to glow with divine beauty and craftsmanship.

Though it may not look it at first glance, a spirit's lair is usually carefully planned and constructed to be easily defended at a moment's notice. Wolves patrol throughout the area, keeping within the shadows and only emerging themselves upon the appearance of an intruder.

A wolf spirit encountered in its lair has a challenge rating of 17 (18,000 XP).

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), the spirit of the wolf can take a lair action to cause one of the following magical effects; the spirit can't use the same effect two rounds in a row.

- The spirit conjures a dire wolf in an empty space within the lair
- The spirit rolls 1d6, conjuring a number of wolves equal to the number rolled in empty spaces throughout the lair.
- The spirit releases a piercing howl that echoes throughout the lair. Each enemy must succeed on a DC 18 Constitution saving throw or take 8d6 thunder damage and become deafened until the next initiative count 20.

The wolves created through a spirit's lair actions appear visibly magical and cannot leave the lair. No more than 10 wolves and 3 dire wolves can be conjured within the lair at one time.

## SPIRIT OF THE WOLF

Medium humanoid (shapechanger), chaotic good

**Armor Class** 16 (natural armor)

**Hit Points** 255 (34d8 + 102)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	16 (+3)	15 (+2)	20 (+5)	14 (+2)

**Skills** Athletics +11, Stealth +9, Perception +10

**Damage Resistances** bludgeoning, piercing and slashing damage from nonmagical weapons

**Senses** passive Perception 15

**Languages** Common, White Wolf, Worg

**Challenge** 16 (15000 XP)

**Shapechanger.** The spirit of the wolf can use its action to polymorph into a beast form that resembles a wolf (size large, speed 50 ft.) or go back into its true form. Its statistics are the same in each form, except for the size and speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts back to its true form if it dies.

While in wolf form, the spirit of the wolf has alternate actions and cannot use its spellcasting feature.

**Wolf's Whisper.** The spirit of the wolf can communicate telepathically with any wolf within 1 mile.

**Spellcasting.** The spirit of the wolf's spellcasting ability is Wisdom (spell save DC 18). The spirit of the wolf can innately cast the following spells, requiring no material components:

At will: *beast sense (wolves only)*, *animal friendship (wolves only)*, *beast bond (wolves only)*, *fog cloud*

1/day each: *polymorph (only into wolves)*

3/day each: *conjure animals (wolves only)*, *moonbeam*, *revivify (wolves only)*

### ACTIONS

**Multiattack (Wolf Form Only).** The spirit of the wolf makes 4 attacks, three with its claws and one with its bite.

**Bite (Wolf Form Only).** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 28 (4d10+6) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Claws (Wolf Form Only).** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) slashing damage.

**Command (True Form Only).** The spirit of the wolf commands one wolf within 120 feet of it. That wolf must use its reaction to move up to its speed and make a melee weapon attack against a creature of the spirit's choice. The wolf adds the spirit's Wisdom modifier to its attack and damage rolls.

**Call Of The Wild.** The spirit of the wolf howls, commanding all wolves within 1 mile to start moving to the spirit's general location. Once they arrive, they are under the spirit's control.

### LEGENDARY ACTIONS

The spirit of the wolf can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The spirit of the wolf regains spent legendary actions at the start of its turn.

**Detect.** The spirit of the wolf makes a Wisdom (Perception) check.

**Fey Switch.** The spirit of the wolf chooses space within 120 feet that is occupied by a wolf. Both creatures teleport, swapping places.

**Command.** The spirit of the wolf uses its command action